

FIG. 1  
CONVENTIONAL ART

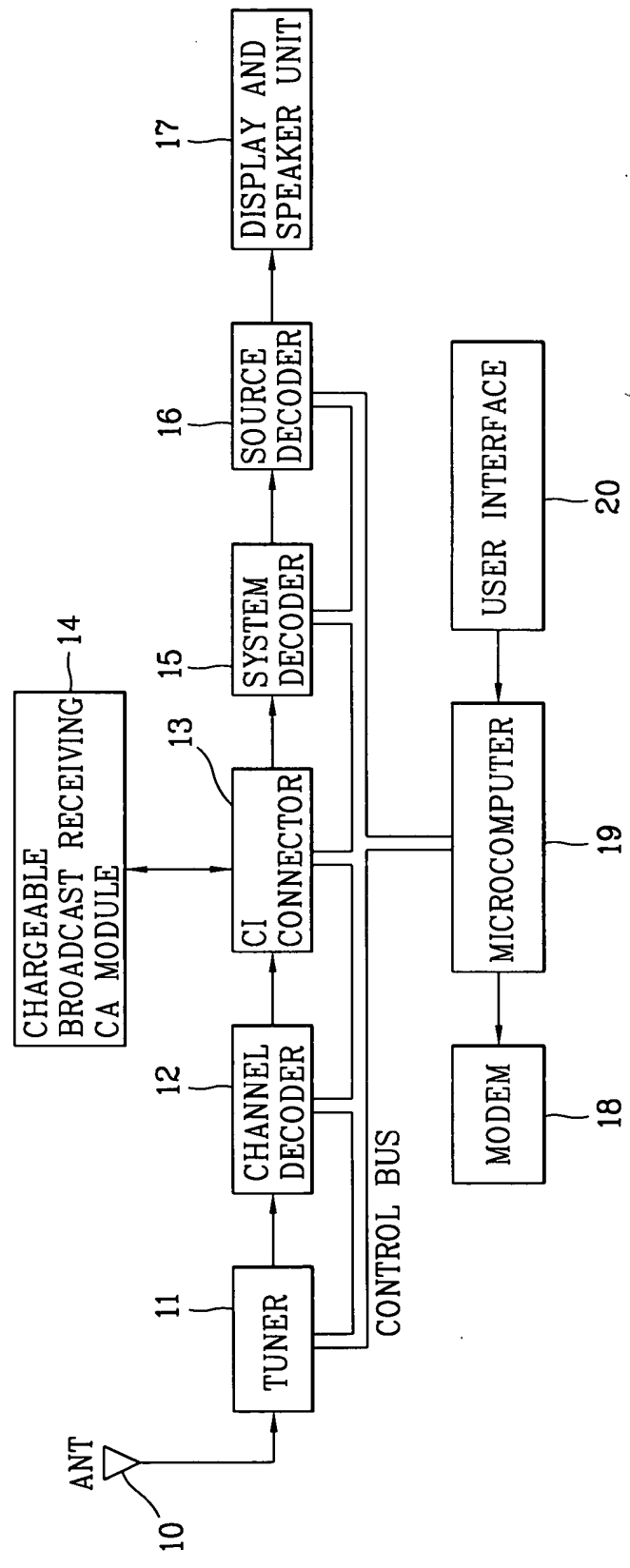


FIG. 2  
CONVENTIONAL ART

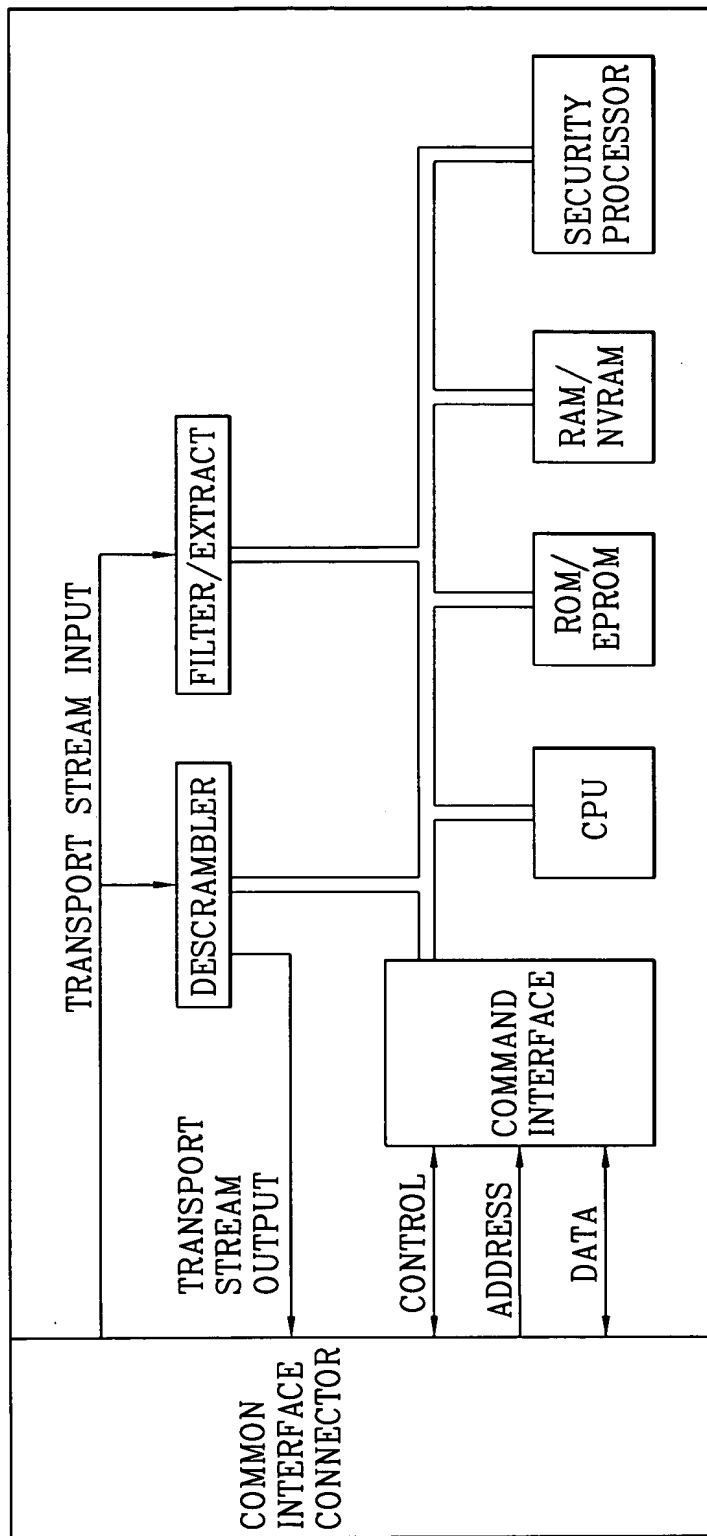


FIG. 3

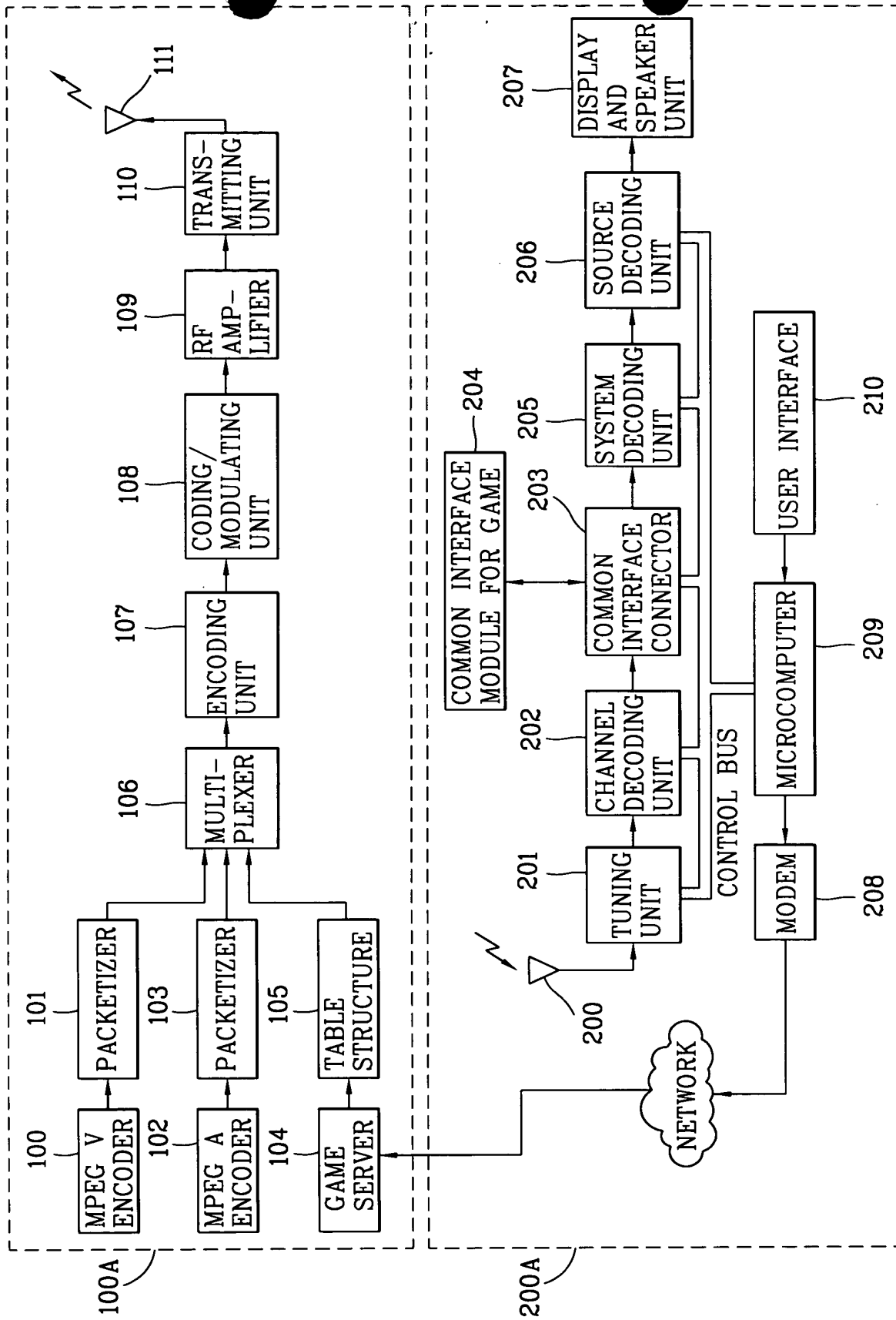


FIG. 4

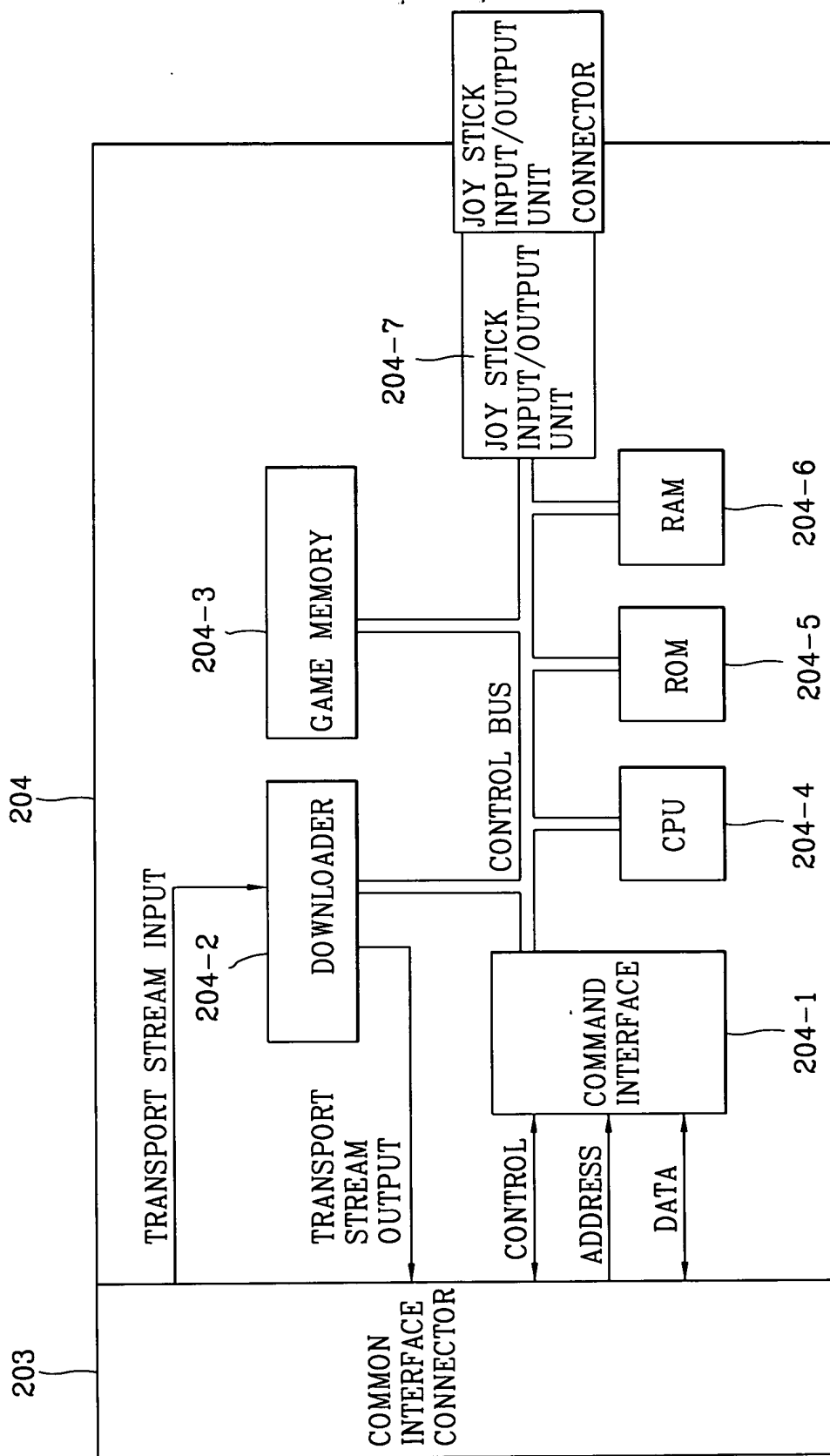


FIG. 5

Syntax
<pre>game_list_descriptor(){     for(i=0; i&lt;N, i++){         game_id         game_name_length         for(i=0; i&lt;M, j++){             game_name_char         }         game_program_PID     } }</pre>

FIG. 6

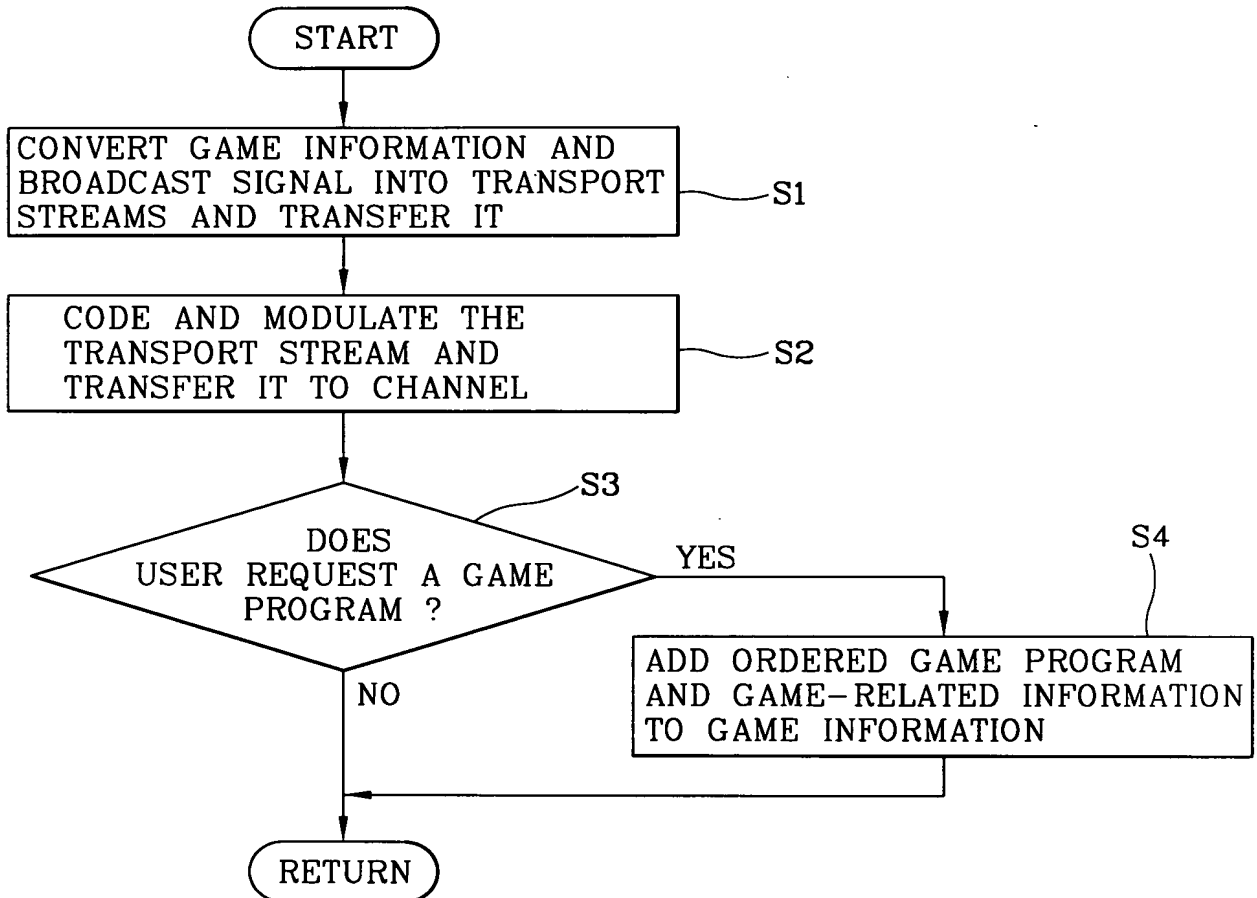


FIG. 7

